



IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
a plurality of symbol strips each having a plurality of symbols;
a plurality of annular bodies to which each of the symbol strips are annularly attached;
~~an image display means~~ provided in front of the plurality of annular bodies and configured to display an image concerning a game; and
~~a~~ at least one light source configured to illuminate the symbols from behind the symbols,
wherein the plurality of annular bodies are made transparent or semitransparent for transmitting light from the at least one light source in a direction of the image display ~~means~~.

2. (Canceled)

3. (Currently Amended) A gaming machine comprising:
a plurality of symbol strips each having a plurality of symbols;
a plurality of annular bodies to which each of the symbol strips are annularly attached;
~~an image display means~~ provided in front of the plurality of annular bodies and configured to display an image concerning a game; and
a light source configured to illuminate the symbols from a slanting direction of a front of the symbols,
wherein the plurality of annular bodies are formed to reflect light from the light source in a direction of the image display ~~means~~.

4. (Currently Amended) A gaming machine comprising:
a plurality of annular bodies each having an outer ring part on which a plurality of symbols are placed, and an arm part joined to the outer ring part;

an image display means provided in front of the plurality of annular bodies and configured to display an image concerning a game; and

a light source configured to illuminate the symbols from behind the symbols, wherein the outer ring part and the arm part of each of the annular bodies are formed in one piece,

wherein at least a side margin of the outer ring part is made transparent or semitransparent for transmitting light from the light source in a direction of the image display means.

5. (Canceled)

6. (Currently Amended) A gaming machine comprising:

a plurality of annular bodies each having an outer ring part on which a plurality of symbols are placed, and an arm part joined to the outer ring part;

an image display means provided in front of the plurality of annular bodies and configured to display an image concerning game; and

a light source configured to illuminate the symbols from a slanting direction of a front of the symbols,

wherein the outer ring part and the arm part of each of the annular bodies are formed in one piece,

wherein at least a side margin of the outer ring part is formed to reflect light from the light source to diffuse in a direction of the image display means.

7. (Original) The gaming machine as claimed in claim 1, wherein the annular body is formed in white color.

8. (Original) The gaming machine as claimed in claim 1, wherein the annular body is formed of polycarbonate.

9. (New) The gaming machine as claimed in claim 1, wherein each annular body defines a generally hollow cylindrical internal cavity and the at least one light source is a plurality of light sources, each light source configured to illuminate the symbols from directly behind each symbol strip, each light source being disposed within the generally hollow cylindrical internal cavity.

10. (New) The gaming machine as claimed in claim 3, wherein each annular body includes a pair of rims disposed apart from one another, each rim having an outer circumferential surface, a respective one of the plurality of symbol strips being attached to the outer circumferential surface of a respective pair of rims thereby interconnecting the pair of disposed-apart rims to form an annular body.

11. (New) The gaming machine as claimed in claim 6, wherein each annular body includes a pair of rims disposed apart from one another, each rim having an outer circumferential surface, a respective one of the plurality of symbol strips being attached to the outer circumferential surface of a respective pair of rims thereby interconnecting the pair of disposed-apart rims to form an annular body.

12. (New) The gaming machine as claimed in claim 1, wherein the image display is a liquid crystal display panel; and

the transmitted light, which is transmitted from the light source through the transparent/semi-transparent reels, illuminates a portion of the liquid crystal display panel where the liquid crystal display panel opposes the reels.

13. (New) The gaming machine as claimed in claim 4, wherein the image display is a liquid crystal display panel; and

the transmitted light, which is transmitted from the light source through the transparent/semi-transparent reels, illuminates a portion of the liquid crystal display panel where the liquid crystal display panel opposes the reels.

14. (New) The gaming machine as claimed in claim 3, wherein the image display is a liquid crystal display panel; and

the reflected light, which is reflected by the reels, illuminates a portion of the liquid crystal display panel where the liquid crystal display panel opposes the reels.

15. (New) The gaming machine as claimed in claim 6, wherein the image display is a liquid crystal display panel; and

the reflected light, which is reflected by the reels, illuminates a portion of the liquid crystal display panel where the liquid crystal display panel opposes the reels.

16. (New) The gaming machine as claimed in claim 3, further comprising a pair of fluorescent lamps disposed apart from one another in a parallel manner such that light from the illuminated symbols radiates between the pair of fluorescent lamps, the pair of fluorescent lamps being disposed in between the image display and the plurality of annular bodies.

17. (New) The gaming machine as claimed in claim 6, further comprising a pair of fluorescent lamps disposed apart from one another in a parallel manner such that light from the illuminated symbols radiates between the pair of fluorescent lamps, the pair of fluorescent lamps being disposed in between the image display and the plurality of annular bodies.